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Unique solved — JorimJang

Links: [problem](#) (problemset), [Tutorial](#), [submission](#) (first AC).

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Filters: none

Count: 77

1.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [math](#)

[JorimJang's solution](#)

2.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#)

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3.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)

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4.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)

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5.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#), [math](#)

[JorimJang's solution](#)

6.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,445 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#), [number theory](#)

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7.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#)

[JorimJang's solution](#)

8.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [math](#)

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9.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: [implementation](#)

[JorimJang's solution](#)

10.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[JorimJang's solution](#)

11.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,035 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[JorimJang's solution](#)

12.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[JorimJang's solution](#)

13.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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14.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[JorimJang's solution](#)

15.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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16.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[JorimJang's solution](#)

17.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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18.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[JorimJang's solution](#)

19.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[JorimJang's solution](#)

20.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[JorimJang's solution](#)

21.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
[JorimJang's solution](#)

22.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[JorimJang's solution](#)

23.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
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24.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[JorimJang's solution](#)

25.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[JorimJang's solution](#)

26.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,921 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[JorimJang's solution](#)

27.

1786C

[Monsters \(easy version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[JorimJang's solution](#)

28.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[JorimJang's solution](#)

29.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[JorimJang's solution](#)

30.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[JorimJang's solution](#)

31.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

sortings, strings

[JorimJang's solution](#)

32.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[JorimJang's solution](#)

33.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[JorimJang's solution](#)

34.

1859C

[Another Permutation Problem](#) · [Tutorial](#)

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[JorimJang's solution](#)

35.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[JorimJang's solution](#)

36.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[JorimJang's solution](#)

37.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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38.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[JorimJang's solution](#)

39.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[JorimJang's solution](#)

40.

1855C1

[Dual \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[JorimJang's solution](#)

41.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[JorimJang's solution](#)

42.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[JorimJang's solution](#)

43.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · Python 3 (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[JorimJang's solution](#)

44.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[JorimJang's solution](#)

45.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[JorimJang's solution](#)

46.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[JorimJang's solution](#)

47.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[JorimJang's solution](#)

48.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[JorimJang's solution](#)

49.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[JorimJang's solution](#)

50.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[JorimJang's solution](#)

51.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[JorimJang's solution](#)

52.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[JorimJang's solution](#)

53.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,774 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[JorimJang's solution](#)

54.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[JorimJang's solution](#)

55.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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56.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[JorimJang's solution](#)

57.

1856E1

[PermuTree \(easy version\)](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[JorimJang's solution](#)

58.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[JorimJang's solution](#)

59.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

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60.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

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61.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[JorimJang's solution](#)

62.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[JorimJang's solution](#)

63.

1738D

[Permutation Addicts](#) · [Tutorial](#)

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[JorimJang's solution](#)

64.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 accepts · Rating: 1900 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[JorimJang's solution](#)

65.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[JorimJang's solution](#)

66.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[JorimJang's solution](#)

67.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[JorimJang's solution](#)

68.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[JorimJang's solution](#)

69.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[JorimJang's solution](#)

70.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[JorimJang's solution](#)

71.

2006C

[Eri and Expanded Sets · Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[JorimJang's solution](#)

72.

1861E

[Non-Intersecting Subpermutations · Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[JorimJang's solution](#)

73.

1735E

[House Planning · Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[JorimJang's solution](#)

74.

1739E

[Cleaning Robot · Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[JorimJang's solution](#)

75.

2214J

[Special Problem · Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-15 · PyPy 3-64 (first AC) · Tags: *special, brute force, games, interactive

[JorimJang's solution](#)

76.

1952B

[Is it stated? · Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-10 · PyPy 3-64 (first AC) · Tags: *special, strings

[JorimJang's solution](#)

77.

1952A

[Are You a Robot, Again? · Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-10 · PyPy 3-64 (first AC) · Tags: *special, strings

[JorimJang's solution](#)